WHAT IS CLAIMED IS:

1. A method of extracting an audio signal from a noisy environment, comprising the step of:

utilizing a non-Gaussian model to extract the audio signal from the noisy environment.

- 2. The method in accordance with claim 1, further including the step of dynamically updating said non-Gaussian model during processing of the audio signal.
- 3. The method in accordance with claim 2, further including the step of updating the power spectral density of the audio signal during processing of the audio signal.
- 4. The method in accordance with claim 2, further including the step of updating the probability that the audio signal is present in the noisy environment.
- 5. The method in accordance with claim 3, further including the stop of updating the probability that the audio signal is present in the noisy environment.
- 6. The method in accordance with claim 1, wherein the audio signal is speech.
- $7.\ \mbox{The method in accordance with claim 1, wherein the audio signal is music.}$
- 8. The method in accordance with claim 1, when said non-Gaussian model is provided with a plurality of components.
- 9. The method in accordance with claim 8, wherein said non-Gaussian model is provided with five components.

- 10. A system for extracting an audio signal from a noisy environment, comprising:
- $\hbox{a filter utilizing a non-Gaussian model to extract}$ the audio signal from the noisy environment.
- 11. The system in accordance with claim 10, wherein said filter dynamically updates said non-Gaussian model during processing of the audio signal.
- 12. The system in accordance with claim 10, wherein said filter dynamically updates the power spectral density of the audio signal during processing of the audio signal.
- 13. The system in accordance with claim 10, wherein said filter dynamically updates the probability that the audio signal is present in the noisy environment.
- 14. The system in accordance with claim 12, wherein said filter dynamically updates the probability that the audio signal is present in the noisy environment.